

ocean



The character Colin Curly TM is the property of
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CBM AMIGA

THIS GAME IS NO PUSH-OVER



Colin Curly™ has lost his yummy Quavers® down an anthill. Upset and hungry, he is delighted when his old buddy, G.I. ANT™ appears to lend his assistance. G.I. ANT™, a soldier ant, is super strong and able to gain access to the small anthill entrance. Straightforward, huh?.....**NOT!**

You see, this particular anthill is a tunnel entrance to **Domino Domain** - a mini-world comprised of nine different continents. In order to make his way through these continents, G.I must negotiate many screens of mind-teasing problems.

Each level has a door to the next. To open the door, the 'Trigger' domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Easy, huh?.....**NOT!**

LOADING

AMIGA

Switch on your computer, insert disk 1 in drive 1
and go!

CONTROLS

Push-Over can be played using either Joystick or keyboard.

KEYBOARD

UP CURSOR -	CLIMB LADDER, GO BETWEEN BLOCKS TO PUSH, ENTER DOOR.
UP CURSOR + LEFT OR RIGHT CURSOR -	GO BETWEEN BLOCK (IF LADDER IS IN THE WAY)
DOWN CURSOR -	DESCEND LADDER, STEP OUT FROM BETWEEN BLOCKS.
LEFT CURSOR -	WALK LEFT
LEFT CURSOR + SPACEBAR -	PUSH BLOCK LEFT
RIGHT CURSOR -	WALK RIGHT
RIGHT CURSOR + SPACEBAR -	PUSH BLOCK RIGHT
SPACEBAR -	PICK UP BLOCK, DROP BLOCK
P or F1 -	PAUSE GAME/HELP SCREEN
ESC -	ABORT LEVEL

CONTROLS

CURSOR KEYS CAN BE USED ON THE OPTION SCREEN, WITH SPACEBAR TO SELECT OPTION, OR YOU CAN TYPE YOUR PASSCODE IN DIRECTLY FROM THE NUMBER KEYS ON THE COMPUTER. PRESSING 'G' (FOR 'GO') REPLICATES 'OK'.

JOYSTICK

CLIMB LADDER/ MOVE INTO 'PUSH' POSITION

WALK LEFT  WALK RIGHT

DESCEND LADDER/ MOVE OUT FROM 'PUSH' POSITION

P or F1 - PAUSE / HELP SCREEN

ESC - ABORT LEVEL

OPTION SCREEN

Using Joystick or keyboard, this allows you to:

- 1) Input a password-number for you to gain access to any level you have previously reached.
- 2) Turn MUSIC and/or SOUND EFFECTS on or off.
- 3) This screen also displays the number of packs of Quavers® collected so far (if any).

GAMEPLAY

The object of the game is to manipulate the blocks in order to achieve a 'chain-reaction' of falling dominoes. The **LAST** domino to fall, however, must always be the **TRIGGER** block. ALL other blocks, apart from the red **STOPPERS**, must have fallen before the **TRIGGER** block.

G.I. ANT™ can pick up and carry, then drop, any of the blocks into different positions, except for the **TRIGGER** which cannot be moved. Many blocks have different symbols, signifying the particular property of that block - at any time during play, pressing 'P' or F1 will pause the game and bring up the help screen, showing you the symbols and their meanings.

When you're sure you have positioned all of the blocks correctly, you have just **ONE** push to succeed. If successful, you must exit the open door within a time limit, otherwise the screen will have to be re-played. If you are unsuccessful at completing a screen, press ESC to re-try.

G.I. ANT™

G.I. ANT™ is tough, and can fall from a pretty good height with just a dazed head. However, there is a limit, and if G.I. ANT™ falls too far, he will disintegrate. The level will have to be restarted if this happens. Similarly, he can get crushed if caught under a toppling block. He is also quite happy to run up and down steps with blocks, if necessary. G.I. ANT™ is strong enough to carry blocks along the surface, and even up and down ladders. Basically, the only thing too heavy for him to move is the **TRIGGER** block. Due to the energy exerted to manipulate all the blocks, G.I. ANT™ only has enough strength for **ONE** push per screen.

PAUSE/HELP

When 'P' or F1 is pressed during gameplay, this will **PAUSE** the game, and bring up a help screen, showing and describing the '**Special**' domino-blocks. Additionally, once you have overrun the time limit, this screen will also display a **HINT** on how to complete the current screen.

BLOCKS:



NORMAL (Plain yellow)

These fall just once, except when they are placed on the edge of steps or at the edge of a gap, where they will tumble until they reach a flat surface or another block.



TUMBLER (middle red, top and bottom yellow)

These continue tumbling until they are stopped by a fallen block.



ASCENDER (One vertical red stripe)

These will, when hit, float up until they hit an obstruction, at which time they will continue flipping in the same direction until stopped by a flat surface.



BRIDGER (One horizontal red stripe)

When positioned at the edge of a gap, when hit these will bridge the gap. When positioned elsewhere, they will act as a NORMAL block.



DELAY (Diagonally, half yellow, half red)

When hit, these will not fall for a few moments, causing the 'hitter block' to rebound off it.



SPLITTER (Horizontally, half yellow, half red)

When hit (usually by a falling block), this will split and knock over blocks on both sides of it.



VANISHER (Two horizontal red stripes)

When hit, this will knock the next block over, then vanish as it hits the ground.



EXPLODER (Vertically, half yellow, half red)

When hit, this will explode, leaving a gap in the platform.



STOPPER (Plain red)

When hit, the block will rebound off it. This block cannot topple.



TRIGGER (Three horizontal red stripes)

This must be the last block to fall to open the door to the next screen.

DOS & DON'TS

DO ensure that the **TRIGGER** is the last block to topple.

DON'T allow a block to fall from directly above onto another block, unless the lower block is a **SPLITTER**.

DON'T allow any block to fall onto another to create rubble.

DO keep your exit door clear.

TOKENS

When you complete a screen successfully, and within the time limit, you will be awarded a **TOKEN**. **TOKENs** can be used in two ways:

- 1) If you complete a screen, but have gone beyond the time limit, you will be allowed to use a **TOKEN** to allow you to progress to the next level.
- 2) If you fail a screen for any reason other than overrunning the time limit, you can use a **TOKEN** to replay the screen from the point at which you 'pushed' - i.e. the screen will be set up as you arranged previously. **NOTE**- the timer will also be reset to the time at which you made the push.

QUAVERS®

On each level, there is a screen which, when completed successfully, will award you with a pack of Quavers®. The specific screens are unknown, but you will need to collect all ten packs in order to play the very final screen. You will not be awarded your pack of Quavers® if you have used a token to complete that particular screen.

PASSCODES

After each screen is complete, you will be given a number, which will allow you to play the game from the level you last played.

The passcode number contains information relating to:

- 1) The screen you have progressed to.
- 2) The number of packs of Quavers® collected

The passcode does **NOT** contain information relating to **TOKENs**, so when you restart using a passcode, you will have no **TOKENs**.

HINTS & TIPS

- 1) Although you only have one PUSH, results can sometimes be achieved in other ways.
- 2) No matter how many blocks are on screen, you only need to rearrange a few - sometimes no blocks need to be moved, it is just a question of which to push!
- 3) It is possible (and sometimes necessary) to move standing blocks after a cascade has started!
- 4) Always ensure G.I. ANT™ has access to the exit, although he CAN move faster than toppling blocks.
- 5) If you run out of time, you can always access the PAUSE/HELP screen for a HINT.

PUSH-OVER

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

This game has been tested and checked for viruses.

Please do not use any form of disc utility with any Ocean product as it may corrupt the data and render the disc unusable.

CREDITS

The character Colin Curl™ is the property of Smiths Crisps Limited © 1987.

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